Bill Christian Tyros.Software Engineer

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English   French   Python   Javascript   C#   C++

Work Experience

2019-TBD / Software Engineer @ Morgan Stanley

Python   Typescript   Jenkins   Flask   pandas   DB2   Sybase   Angular2

- Implemented code to collect data from in-house and vendor sources (like Jira, BitBucket, Splunk, Sonar, etc.), analyze it present it to devs (badges to encourage best practices) and to upper management (charts to guide decision-making).
- Developed and overhauled UI/UX of a Jira self-service web app.
- Developed web app used for querying and viewing Agile/Devops Metrics data.
- Improved devops processes within the team (Jenkins jobs, Pull Request validation, etc.).

2017-2019 / Programmer @ Framestore VR

C++   Python   Jenkins   P4   Shotgun   UE4

- Developed UE4 plugin for importing art assets from Shotgun/P4.
- Developed system to detect changed art, generate and upload turntables for review.

2016-2017 / Programmer @ Borealys Games

C#   Python   TeamCity   Unity   Xbox   Playstation

- Responsible for optimization, API integration and build automation for all platforms.
- Developed UI/UX, gameplay systems and real-time debugging tools.

2013-2014 / Software Developer @ CAE

C#   ASP.NET   HTML/CSS/Javascript   PHP

- Developed web applications to help with project management and scheduling.

Recent Personal Projects

C#   Javascript   node   reverse engineering

- Pig Eat Ball Speedrunning Tool: Pig Eat Ball mod for speedrunning.
- Marcus Aurelius' Meditations Explorer: web app to help study/share the Meditations.
- Tabletop RPG Chatbot: chat bot to help me play a tabletop RPG with friends online.

Education

2015-2016 / Interactive Real Time Systems Development (University of Sherbrooke)

2012-2015 / B.Sc. Software Engineering (Honours) (McGill University)